OLLIE'S FOLLIES

24 screens in which to master the moves and reach the energiser before all fury breaks loose. Watch out for the hot air as you feel yourself blown into the path of oncoming robots.

AMERICANA SOFTWARE

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CBM 64

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OLLIE'S FOLLIES

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CBM 64

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OLLIE'S FOLLIES

Gameplay:

Twenty four fast action screens make you wonder if you'll ever master the game.

Ollie has to jump over ramps to reach the energiser; after reaching it, his hair changes colour and for about 5 seconds Ollie can destroy the robots before they destroy him.

Enter the door – go to the second floor – now Ollie has to jump on the sliding drawers – get the key then get to the door.

Get to the third floor – fans will blow you right off the ramp if you don't manage to jump at the right time, then Ollie goes through the tubeway and opens the door on to the next floor etc.

Features:

Elevators – Blowers – Teleporters – Springboard – High Wire Tricks – Laser Walls – Lightning Bolts – Robots.

Joystick:

Ollies Follies can be played by one or two players by choosing options before playing the game.

Loading Instructions:

Connect cassette player as per user manual and rewind cassette on Master Program side. Turn on the computer and press SHIFT and RUN/STOP keys together. Press PLAY on the cassette player and the program will load and run automatically.